

09/909, 235

L Number	Hits	Search Text	DB	Time stamp
1	18	(computer and (graphics or rendering)) and "3D stereo" and @ad<20010719	USPAT	2003/06/11 15:54
2	0	((computer and (graphics or rendering)) and "3D stereo" and @ad<20010719) and processor and display and memory and adapter and bus and "frame buffer" and (option or select or choose) and (allocat\$ same memory)	USPAT	2003/06/11 15:50
3	1	((computer and (graphics or rendering)) and "3D stereo" and @ad<20010719) and processor and display and memory and adapter and bus and "frame buffer"	USPAT	2003/06/11 15:51
4	13	((computer and (graphics or rendering)) and "3D stereo" and @ad<20010719) and user	USPAT	2003/06/11 15:51
5	1	((computer and (graphics or rendering)) and "3D stereo" and @ad<20010719) and processor and display and memory and adapter and bus and "frame buffer") and user	USPAT	2003/06/11 15:51
6	341	(computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719	USPAT	2003/06/11 15:55
7	271	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and user	USPAT	2003/06/11 15:55
8	193	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (user same (select or adjust or choose or switch))	USPAT	2003/06/11 15:55
9	118	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (memory same allocat\$3)	USPAT	2003/06/11 15:56
10	118	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (memory same allocat\$3)) and (memory same allocat\$3)	USPAT	2003/06/11 15:56
11	1	"1109" and (memory adj allocat\$3)	USPAT	2003/06/11 15:56
12	61	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (memory same allocat\$3)) and (memory same allocat\$3)) and (memory adj allocat\$3)	USPAT	2003/06/11 15:56
14	0	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (memory same allocat\$3)) and (memory same allocat\$3)) and (memory adj (select\$3 or allocat\$3 or switch\$3)) and ((double adj4 stereo) same buffer)	USPAT	2003/06/11 15:59
15	1	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (memory same allocat\$3)) and (memory same allocat\$3)) and ((double adj4 stereo) same buffer)	USPAT	2003/06/11 15:59
16	0	"116" and ((double adj4 stereo) same buffer)	USPAT	2003/06/11 15:59
17	2	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and user) and ((double adj4 stereo) same buffer)	USPAT	2003/06/11 16:00
13	71	((computer and (graphics or rendering)) and "frame buffer" and stereo and @ad<20010719) and (memory same allocat\$3)) and (memory same allocat\$3)) and (memory adj (select\$3 or allocat\$3 or switch\$3))	USPAT	2003/06/11 16:03

18	168	computer and graphics and ((stereo same buffer))	USPAT	2003/06/11 16:04
19	248	computer and graphics and ((stereo same frame))	USPAT	2003/06/11 16:13
20	100	(computer and graphics and ((stereo same buffer))) and (computer and graphics and ((stereo same frame)))	USPAT	2003/06/11 16:05
21	85	((computer and graphics and ((stereo same buffer))) and (computer and graphics and ((stereo same frame))) and user	USPAT	2003/06/11 16:05
22	43	((computer and graphics and ((stereo same buffer))) and (computer and graphics and ((stereo same frame))) and user) and adapter	USPAT	2003/06/11 16:05
23	4	((computer and graphics and ((stereo same buffer))) and (computer and graphics and ((stereo same frame))) and user) and adapter) and "double buffer"	USPAT	2003/06/11 16:06
24	242	(computer and graphics and ((stereo same frame))) and @ad<20010719	USPAT	2003/06/11 16:13
25	27	((computer and graphics and ((stereo same frame))) and @ad<20010719) and "frame buffers"	USPAT	2003/06/11 17:02
26	10	openGl and hp	USPAT	2003/06/11 17:03
27	0	(openGl and hp) and glx and vmd	USPAT	2003/06/11 17:03
28	1	(openGl and hp) and glx	USPAT	2003/06/11 17:24
29	1	(computer and graphics and ((stereo same frame))) and "quad buffered"	USPAT	2003/06/11 17:28
30	3	computer and graphics and "quad buffered"	USPAT	2003/06/11 17:31
31	3	computer and (graphics and "quad buffered" or "quad-buffered")	USPAT	2003/06/11 17:32
32	3	computer and "quad buffered" or "quad-buffered"	USPAT	2003/06/11 17:32
33	28	computer and "quad buffered" or "quad-buffered" or "stereo 3d"	USPAT	2003/06/11 17:33
34	0	((computer and (graphics or rendering)) and "3D stereo" and @ad<20010719) and sgi	USPAT	2003/06/11 17:37
35	6	(computer and graphics and ((stereo same frame))) and sgi	USPAT	2003/06/11 17:39
36	513	computer and sgi	USPAT	2003/06/11 17:39
37	17	(computer and sgi) and octane	USPAT	2003/06/11 17:40
38	0	((computer and sgi) and octane) and stereo	USPAT	2003/06/11 17:40
39	52	(computer and sgi) and stereo	USPAT	2003/06/11 17:40
40	52	((computer and sgi) and stereo) and @ad<20010719	USPAT	2003/06/11 17:41
42	7	((computer and sgi) and stereo) and @ad<20010719) and user) and adapter	USPAT	2003/06/11 17:41
43	7	((computer and sgi) and stereo) and @ad<20010719) and user) and (memory adj allocation)	USPAT	2003/06/11 17:42
41	42	((computer and sgi) and stereo) and @ad<20010719) and user	USPAT	2003/06/11 17:57
44	0	(computer and sgi) and VPro	USPAT	2003/06/11 17:58
45	184	(computer and sgi) and 3d	USPAT	2003/06/11 17:58
46	28	((computer and sgi) and stereo) and ((computer and sgi) and 3d)	USPAT	2003/06/11 17:58